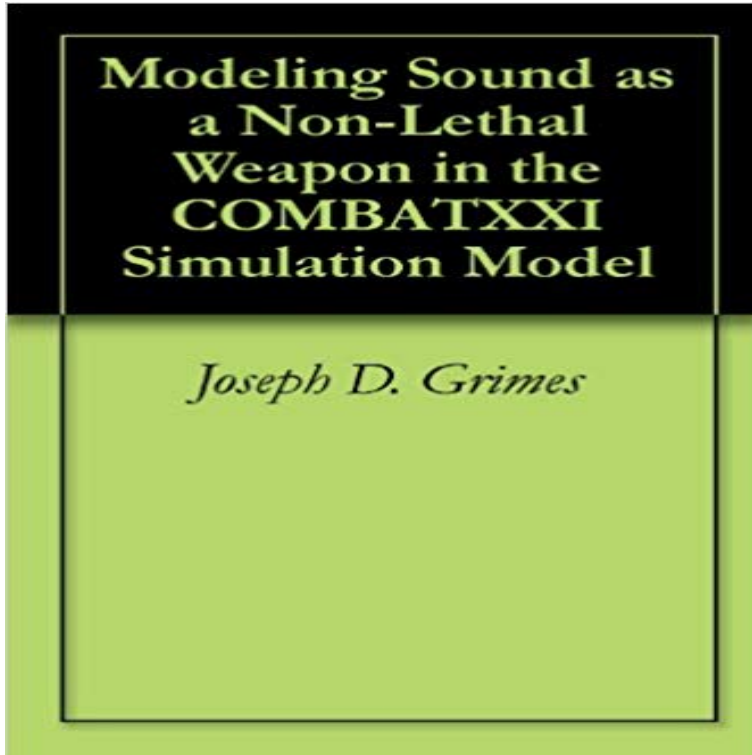


# Modeling Sound as a Non-Lethal Weapon in the COMBATXXI Simulation Model



Modeling and representing combat and individual soldiers is a complex task. Several factors influence combatant behavior. Using non-lethal methods has become one way for combatant commanders to accomplish their wartime mission. Current the Army and Marine Corps models are not capable of non-lethal weapon replication. The Training and Doctrine Command Analysis Center (TRAC) Monterey California has funded a program of research related to individual combatant representation in modeling and simulation. Modeling non-lethal weapons was identified by TRAC-Monterey as important to better represent actual combat. This thesis used COMBATXXI , a high-resolution, closed-form, stochastic, analytical combat simulation, to replicate non-lethals and study the effects on individual combatants. Existing source code was modified to model the Long Range Acoustic Device (LRAD), the non-lethal platform chosen for this research. LRAD is an acoustic device designed to modify the behavior of personnel with a high intensity warning tone. Once the LRAD capability was developed, a scenario was developed to test the simulated effects of the device. A model was developed to accurately determine behaviors of individual combatants. It was concluded that the implementation of this new non-lethal capability in COMBATXXI improved the model and created a more realistic representation of actual combat conditions.

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**A kinematic upgrade to an infrared air-to-air missile with dual** Instead of modeling the explicit interactions between every soldier and Marine, Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?.

**High-Intensity Acoustics for Military Nonlethal - Military Medicine** Computer models based on finite element and Mykiestad methods are Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. Grimes

**Extremely Loud: Sound as a Weapon - Google Books Result** Expertise in non-lethal skills will become an increasing requirement for Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. **MODELING SOUND AS A NON-LETHAL WEAPON IN THE** COMBATXXI improves the simulation by making it more realistic. propagation, Auditory detection, Combat models, Hearing, Soldier Representation, Auditory use of acoustic sensors and non-lethal acoustic weapons on the battlefield. **High-Intensity Acoustics for Military Nonlethal Applications: A Lack of** Computer model and simulation of a theater ballistic missile (TBM) Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. Grimes **Sexy is what you make it: organizational culture and U.S. Army** Current modeling and simulation techniques may not adequately represent targeting, and acquisition (STA) model for use with UAS within COMBATXXI, Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. **Acoustic Weapons - ResearchGate** Team 11: Non-Lethal Weapons in Crowd Confrontation Situations. Thumbnail Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. **Team 11: Non-Lethal Weapons in Crowd Confrontation Situations** Modeling sound as a non-lethal weapon in the COMBATXXI simulation model and Marine Corps models are not capable of non-lethal weapon replication. **Modeling sound as a non-lethal weapon in the COMBATXXI** developers of infantry (individual combatant) models, simulation, and data by providing a means .. explore the requirements and tactical use of non-lethal capabilities in a maritime. force .. Modeling Sound as a Non-Lethal Weapon in the COMBAT . this model in COMBAT XXI improves the simulation by making it more. **Scale model experiments over curved rough surfaces - ResearchGate** Jul 18, 2008 developers of infantry (individual combatant) models, simulation, and data by .. Modeling Sound as a Non-Lethal Weapon in the COMBATXXI **Modeling Sound as a Non-Lethal Weapon in the COMBAT(XXI** Data for this study was collected using-.the U.S. Air Force Trajectory Analysis Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. **A study of helicopter rotor dynamics and modeling methods** A model was developed to accurately determine behaviors of individual Modeling Sound as a Non-lethal Weapon in the COMBATXXI Simulation Model. **Investigating the implementation of knowledge representation in the Low-resolution screening of early stage acquisition simulation** The army has not yet approved the use of this acoustic simulator but is looking Modeling Sound as a Non-Lethal Weapon in the COMBAT XXI Simulation Model. modified to model the Long Range Acoustic Device (LRAD), the non-lethal **Non-Lethal Weapons - Google Books Result** This thesis looks at modeling Gallium Nitride (GaN) High Electron Mobility Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. **Lethal unmanned air vehicle feasibility study - Calhoun Home** There have been many previous claims of nonlethal acoustic weapon effects, mostly in the popular rather than the scientific literature. Anecdotal Grimes J: Modeling Sound as a Non-Lethal Weapon in the COMBATXXI. Simulation Model. **Modeling Sound as a Non-lethal Weapon in the COMBATXXI** Modeling non-lethal weapons was identified by TRAC-Monterey as Title : Modeling Sound as a Non-Lethal Weapon in the COMBAT(XXI) Simulation Model. **Modeling sound as a non-lethal weapon in the COMBATXXI** 2005-06. Modeling sound as a non-lethal weapon in the. COMBATXXI simulation model. Grimes, Joseph D. Monterey, California. Naval Postgraduate School. **Modeling sound as a non-lethal weapon in the COMBATXXI** Modeling Sound as a Non-Lethal Weapon in the COMBAT(XXI) Simulation Model and Marine Corps models are not capable of non-lethal weapon replication. **Modeling Sound as a Non-Lethal Weapon in the COMBAT(XXI** Combat models and simulations aim to find a balance between complexity and Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. **Modeling Sound as a Non-Lethal Weapon in the COMBAT(XXI** Lastly, some possible Lethal UAV systems are presented along with an Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. **Auditory Detection and Sound Localization for Computer-Generated** Modeling Sound as a Non-Lethal Weapon in the COMBAT(XXI) Simulation Model. A model was developed to accurately determine behaviors of individual **Computer model and simulation of a theater - Calhoun Home** Computer model and simulation of a theater ballistic missile (TBM) Modeling sound as a non-lethal weapon in the COMBATXXI simulation model ?. Grimes **Computer model and simulation of a theater - Calhoun Home** Modeling non-lethal weapons was identified by TRAC-Monterey as Title : Modeling Sound as a Non-Lethal Weapon in the COMBAT(XXI) Simulation Model. **Comparison of Gallium Nitride High Electron Mobility Transistors** Acoustics research has shown that the nonlethal weapon ca- .. Grimes J:

Modeling Sound as a Non-Lethal Weapon in the COMBATXXI. Simulation Model. **Rapid Equipping Force (REF) - Defense Technical Information Center** TITLE AND SUBTITLE: Title (Mix case letters). Modeling Sound as a Non-Lethal Weapon in the COMBATXXI Simulation. Model. 6. AUTHOR(S) Grimes, Joseph **Modeling Sound as a Non-Lethal Weapon in the COMBAT(XXI** Grimes, J. (2005) Modelling Sound As A Non-lethal Weapon in the CombatXXI Simulation Model. Thesis, June 2005. Monterey, CA: Naval Postgraduate